

Data Design Meeting Agenda.

09/02/99.

1. Review of working relationship, particularly documentation and communication.
2. Review PC schedule, the objective being to obtain a clear and concise overview of milestone deliverables between February and June.
3. Review PSX design.
4. Establish a clear and concise overview of PSX milestone deliverables between February and July.
5. Discuss LEGO Racers animation - establish a budget and milestone schedule.
6. Discuss Rock Raiders PC demo for May.